## **APPENDIX**

- 4. (Twice amended) The method claim 1, wherein the bitstream is output to a channel and the priority data identifies which video object layer data to discard in the event of channel congestion.
- 5. (Twice amended) The method of claim 1, wherein the bitstream is output to a channel and the priority data identifies which video object layer data to discard in the event of loss of channel bandwidth.
- 6. (Twice amended) The method of claim 1, wherein the bitstream is output to a channel and the priority data identifies which video object layer data to discard in the event of channel errors.
- 7. (Twice amended) The method of claim 1, wherein the and the priority data identifies which video object layer data to discard in the event of limited memory or processor resources.